Texturing Artist

QP Code: MES/Q2503

Version: 2.0

NSQF Level: 4

Media & Entertainment Skills Council || Commercial premises No Ja522, 5th Floor, DLF Tower A, Jasola, New Delhi
110025

Contents

MES/Q2503: Texturing Artist

Brief Job Description

Individuals at this job are responsible to add textures to models to create photo-realistic models that can be used for animation under close supervision

Personal Attributes

This job requires the individual to create textures using software such as Autodesk Maya, 3D Studio Max, Mud Box, Zbrush, etc. The individual must be well-versed with the techniques of texture mapping and projection. The individual must also have a good understanding of the principles of colour theory, photography multi-pass rendering and lighting etc.

Applicable National Occupational Standards (NOS)

Compulsory NOS:

1. MES/N2501: Interpret the script/brief/storyboard

2. MES/N2517: Add textures to models

3. MES/N2507: Test textures applied to models

4. MES/N0104: Maintain Workplace Health & Safety

Qualification Pack (QP) Parameters

Sector	Media & Entertainment
Sub-Sector	Animation, Gaming
Occupation	Asset Creation
Country	India
NSQF Level	4
Credits	NA
Aligned to NCO/ISCO/ISIC Code	NCO 2015- 2166.0204

Minimum Educational Qualification & Experience	12th Class with 1 Year of experience OR I.T.I (2 years after 10th) with 1 Year of experience
Minimum Level of Education for Training in School	12th Class
Pre-Requisite License or Training	NA
Minimum Job Entry Age	18 Years
Last Reviewed On	NA
Next Review Date	27/01/2027
NSQC Approval Date	27/01/2022
Version	2.0
Reference code on NQR	2022/ME/MESC/05227
NQR Version	2.0

Remarks:

MES/N2501: Interpret the script/brief/storyboard

Description

This OS unit is about interpreting the script/ brief/ storyboard for the animation process

Elements and Performance Criteria

Interpretation of script/ brief/ storyboard

To be competent, the user/individual on the job must be able to:

PC1. understand the script, brief and storyboard from the art director and character designers

PC2. understand the design brief in context of his/her job (appearance, complexion, dressing, moods, personalities, expressions etc.)

PC3. understand the requirements (number, types, duplicates etc.)

PC4. understand the specifications (dimensions, operating parameters etc.)

PC5. understand the technical needs of the project relevant to his/ her job role (Television, Film, Gaming, Internet, DVD etc.)

PC6. be aware and responsible of his/her role in the pre-production, production and post-production process

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

KU1. the creative vision and elements of production relevant to his/her job role

KU2. the project pipeline/schedule and timelines relevant to their work

KU3. the intended purpose/ end-use of the models that need to be created

KU4. principles of animation

KU5. human anatomy, skeleton structure, joints, facial muscles etc.

KU6. human mannerisms, emotions, behavior, facial expressions etc.

KU7. techniques and workflow

KU8. drawing and illustration techniques

KU9. how to prepare an output that is consistent with the creative look of the production and in accordance to the script and design brief

KU10. the sources for research and reference material

KU11. applicable copyright norms and intellectual property rights

KU12. applicable health and safety guidelines

Generic Skills (GS)

User/individual on the job needs to know how to:

GS1. document notes while understanding the brief, requirements and specifications from the art director and character designers to refer to during the production process

GS2. read and understand the design brief and character pack

GS3. research links, videos, artwork etc. that can be used as references

GS4. understand the design brief and requirements from the art director and character designers

GS5. breakup the tasks required and estimate the time required for each task, so as to manage own work in assigned time schedule

GS6. identify any creative problems that may arise during the production and work back with the art director and character designers to find suitable solutions to address them

Qualification Pack

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Interpretation of script/ brief/ storyboard	**40**	**60**	-	-
PC1. understand the script, brief and storyboard from the art director and character designers	10	10	-	-
PC2. understand the design brief in context of his/her job (appearance, complexion, dressing, moods, personalities, expressions etc.)	10	10	-	-
PC3. understand the requirements (number, types, duplicates etc.)	5	15	-	-
PC4. understand the specifications (dimensions, operating parameters etc.)	5	15	-	-
PC5. understand the technical needs of the project relevant to his/ her job role (Television, Film, Gaming, Internet, DVD etc.)	5	5	-	-
PC6. be aware and responsible of his/her role in the pre-production, production and post-production process	5	5	-	-
NOS Total	**40**	**60**	-	-

Qualification Pack

National Occupational Standards (NOS) Parameters

NOS Code	MES/N2501
NOS Name	Interpret the script/brief/storyboard
Sector	Media & Entertainment
Sub-Sector	Animation, Gaming
Occupation	Asset Creation
NSQF Level	4
Credits	TBD
Version	1.0
Last Reviewed Date	30/07/2013
Next Review Date	27/01/2027
NSQC Clearance Date	27/01/2022

MES/N2517: Add textures to models

Description

This OS unit is about creating and adding textures to models to create precise photorealistic models that can be used for animation under close supervision of a senior.

Scope

The scope covers the following :

- This unit/task covers the following:
- Creation of textures (Character and features - human, animal, character,
- location, set and props which may include organic and inorganic surfaces such
- as: Bones, wrinkles, bricks, ground, rust, wood, tiles, plastic, paper, metal,
- food, water, fire, skin, hair and eyes, cloth, walls and ceiling, imaginary)

Elements and Performance Criteria

Creation of textures

To be competent, the user/individual on the job must be able to:

PC1. • determine possibilities for adding textures to models to create photo-realistic
  • models/images

PC2. • develop and add textures to models in accordance to the design brief and
  • concept art for different types of models under the supervision of the art
  • director and character artist

PC3. analyse the final exhibition medium and adapt the textures accordingly

PC4. • manage quality of textures during the animation process and ensure
  • uniformity and consistency in the final output

PC5. • deliver project in appropriate formats that can be used by others in the
  • pipeline

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

KU1. The creative vision and elements of production relevant to his/her job role

KU2. The production pipeline/schedule and timelines relevant to their work

KU3. The medium on which the product will be exhibited

KU4. • The principles of Colour theory and ways in which it can be explored to meet
  • the needs of the production

KU5. • Lighting properties and concepts like three point lighting, Blinn, Lambert,
  • transparency, self-illumination, glow, bump, displacement, reflection,
  • refraction etc.

KU6. Techniques and workflow of UV mapping

KU7. Techniques of texture mapping, projection and managing texture seams

KU8. Techniques of drawing, painting and sculpting

KU9. Fundamentals of photography/lighting (would be an added advantage)

KU10. How to apply colour effects such as colour tones, textures, matte etc.

KU11. • Properties of different types of surfaces such as wood, glass, plastic, leather,
• metal etc. and native materials for rendering (for Vray, MentalRay etc.)

KU12. How different types of surfaces react to varying lighting conditions

KU13. • How to work on software such as Autodesk Maya, Photoshop, 3D Studio Max,
• Blender, Mud Box, Zbrush, Mari, Renderman Shader scripting etc. and render
• plug-ins like renderman, air, vray etc.

KU14. • How to create photo-realistic textures consistent with the creative look of the
• production and in accordance to the design brief

KU15. • How to test the textures using light reaction turnarounds tests, location study
• of the environment etc.

KU16. How to optimise or enhance textures as per the needs of production

KU17. • The basics of modeling to understand the surface flow and create textures
• without stretching

KU18. Fundamentals of scripting (added advantage)

KU19. The sources for research and reference material

KU20. Applicable copyright norms and intellectual property rights

Generic Skills (GS)

User/individual on the job needs to know how to:

GS1. • Document notes on the texture specifications to be complied with during the
• texturing process

GS2. Keep apprised of the techniques applied by other artists to create photorealistic textures

GS3. Gather references and drawings to compare with real-life textures

GS4. • Understand the design brief and textures that need to be created from the
• Art Director

GS5. • Collaborate with lighting artists and compositors to ensure that the final
• product matches quality standards

GS6. Present the textured models to the Art Director and solicit feedback

GS7. • Plan and prioritise own work according to the requirements and agreed
• timelines

GS8. • Handle technical issues such as pipeline concerns, optimizing efficiency of
• assets and asset integration in collaboration with peers and under supervision
• of the art director

GS9. • Have a keen eye for detail and maintain an aesthetic sense towards colour
• Shapes, forms and software capabilities of the final output

GS10. • Identify any creative problems that may arise during the production and work
• back with the art director and character designers to find suitable solutions to
• address them

GS11. Manage creative decisions as per the client inputs while texturing 3D models

GS12. • Manage deadlines and revert on corrections or rework as per the client
   • inputs/rigging/animation inputs while producing 3D textures

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Creation of textures	**25**	**75**	**-**	**-**
PC1. • determine possibilities for adding textures to models to create photo-realistic • models/images	5	15	-	-
PC2. • develop and add textures to models in accordance to the design brief and • concept art for different types of models under the supervision of the art • director and character artist	5	15	-	-
PC3. analyse the final exhibition medium and adapt the textures accordingly	5	15	-	-
PC4. • manage quality of textures during the animation process and ensure • uniformity and consistency in the final output	5	15	-	-
PC5. • deliver project in appropriate formats that can be used by others in the • pipeline	5	15	-	-
NOS Total	**25**	**75**	**-**	**-**

National Occupational Standards (NOS) Parameters

NOS Code	MES/N2517
NOS Name	Add textures to models
Sector	Media & Entertainment
Sub-Sector	Animation, Gaming
Occupation	Asset Creation
NSQF Level	5
Credits	TBD
Version	1.0
Last Reviewed Date	30/12/2021
Next Review Date	27/01/2027
NSQC Clearance Date	27/01/2022

MES/N2507: Test textures applied to models

Description

This OS unit is about testing the textures applied to models

Elements and Performance Criteria

Testing the models to ensure that they function correctly and are designed as per requirements

To be competent, the user/individual on the job must be able to:

PC1. check the continuity of models, textures or paintings and make sure they are fit for purpose of for all required camera positions and angles

PC2. evaluate the quality of the assets in relation to others within the same context in which they will be used

PC3. correct any problems or issues that may arise

PC4. respond positively to feedback about work and changing textures/ other requirements and make refinements as needed

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

KU1. the creative vision and elements of production relevant to his/her job role

KU2. the pipeline/schedule and timelines relevant to their work

KU3. the medium on which the product will be exhibited

KU4. the principles of colour theory and ways in which it can be explored to meet the needs of the production

KU5. lighting properties and concepts like three point lighting, blinn, lambert, transparency, self-illumination, glow, bump, displacement, reflection, refraction etc.

KU6. techniques and workflow of UV mapping

KU7. techniques of texture mapping, projection and managing texture seams

KU8. techniques of drawing, painting and sculpting

KU9. fundamentals of photography/lighting (would be an added advantage)

KU10. fundamentals of modeling, multi-pass rendering and lighting

KU11. how to apply colour effects such as colour tones, textures, matte etc.

KU12. properties of different types of surfaces such as wood, glass, plastic, leather, metal etc. and native materials for rendering (for Vray, MentalRay etc.)

KU13. how different types of surfaces react to varying lighting conditions

KU14. how to work on software such as Autodesk Maya, Photoshop, 3D Studio Max, Blender, Mud Box, Zbrush, Mari, Renderman Shader scripting etc. and render plug-ins like renderman, air, vray etc.

KU15. how to create photo-realistic textures consistent with the creative look of the production and in accordance to the design brief

KU16. how to test the textures using light reaction turnarounds tests, location study of the environment etc.

KU17. how to optimise or enhance textures as per the needs of production

KU18. the basics of modeling to understand the surface flow and create textures without stretching

KU19. fundamentals of scripting (added advantage)

KU20. the sources for research and reference material

KU21. applicable copyright norms and intellectual property rights

KU22. applicable health and safety guidelines

Generic Skills (GS)

User/individual on the job needs to know how to:

GS1. document notes on the texture specifications to be complied with during the texturing process

GS2. keep apprised of the techniques applied by other artists to create photo-realistic textures

GS3. gather references and drawings to compare with real-life textures

GS4. understand the design brief and textures that need to be created from the art director

GS5. collaborate with lighting artists and compositors to ensure that the final product matches quality standards

GS6. present the textured models to the art director and solicit feedback

GS7. plan and prioritise own work according to the requirements and agreed timelines

GS8. identify any creative problems that may arise during the production and work back with the art director and character designers to find suitable solutions to address them

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Testing the models to ensure that they function correctly and are designed as per requirements	**40**	**60**	-	-
PC1. check the continuity of models, textures or paintings and make sure they are fit for purpose of for all required camera positions and angles	10	15	-	-
PC2. evaluate the quality of the assets in relation to others within the same context in which they will be used	10	15	-	-
PC3. correct any problems or issues that may arise	10	15	-	-
PC4. respond positively to feedback about work and changing textures/ other requirements and make refinements as needed	10	15	-	-
NOS Total	**40**	**60**	-	-

National Occupational Standards (NOS) Parameters

NOS Code	MES/N2507
NOS Name	Test textures applied to models
Sector	Media & Entertainment
Sub-Sector	Animation, Gaming
Occupation	Asset Creation
NSQF Level	4
Credits	TBD
Version	1.0
Last Reviewed Date	30/07/2013
Next Review Date	27/01/2027
NSQC Clearance Date	27/01/2022

MES/N0104: Maintain Workplace Health & Safety

Description

This OS unit is about contributing towards maintaining a healthy, safe and secure working environment

Elements and Performance Criteria

Understanding the health, safety and security risks prevalent in the workplace

To be competent, the user/individual on the job must be able to:

PC1. understand and comply with the organizations current health, safety and security policies and procedures

PC2. understand the safe working practices pertaining to own occupation

PC3. understand the government norms and policies relating to health and safety including emergency procedures for illness, accidents, fires or others which may involve evacuation of the premises

PC4. participate in organization health and safety knowledge sessions and drills

Knowing the people responsible for health and safety and the resources available

To be competent, the user/individual on the job must be able to:

PC5. identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency

PC6. identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms

Identifying and reporting risks

To be competent, the user/individual on the job must be able to:

PC7. identify aspects of your workplace that could cause potential risk to own and others health and safety

PC8. ensure own personal health and safety, and that of others in the workplace though precautionary measures

PC9. identify and recommend opportunities for improving health, safety, and security to the designated person

PC10. report any hazards outside the individuals authority to the relevant person in line with organizational procedures and warn other people who may be affected

Complying with procedures in the event of an emergency

To be competent, the user/individual on the job must be able to:

PC11. follow organizations emergency procedures for accidents, fires or any other natural calamity in case of a hazard

PC12. identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individuals authority

Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

KU1. Organizations norms and policies relating to health and safety

KU2. Government norms and policies regarding health and safety and related emergency procedures

KU3. Limits of authority while dealing with risks/ hazards

KU4. The importance of maintaining high standards of health and safety at a workplace

KU5. The different types of health and safety hazards in a workplace

KU6. Safe working practices for own job role

KU7. Evacuation procedures and other arrangements for handling risks

KU8. Names and contact numbers of people responsible for health and safety in a workplace

KU9. How to summon medical assistance and the emergency services, where necessary

KU10. Vendors or manufacturers instructions for maintaining health and safety while using equipment, systems and/or machines

Generic Skills (GS)

User/individual on the job needs to know how to:

GS1. how to write and provide feedback regarding health and safety to the concerned people

GS2. how to write and highlight potential risks or report a hazard to the concerned people

GS3. read instructions, policies, procedures and norms relating to health and safety

GS4. highlight potential risks and report hazards to the designated people

GS5. listen and communicate information with all anyone concerned or affected

GS6. make decisions on a suitable course of action or plan

GS7. plan and organize people and resources to deal with risks/ hazards that lie within the scope of ones individual authority

GS8. apply problem solving approaches in different situations

GS9. understand hazards that fall within the scope of individual authority and report all hazards that may supersede ones authority

GS10. apply balanced judgments in different situations

GS11. How to write and provide feedback regarding health and safety to the concerned people

GS12. How to write and highlight potential risks or report a hazard to the concerned people

GS13. Read instructions, policies, procedures and norms relating to health and safety

GS14. Highlight potential risks and report hazards to the designated people

GS15. Listen and communicate information with all anyone concerned or affected

GS16. Make decisions on a suitable course of action or plan

GS17. Plan and organize people and resources to deal with risks/ hazards that lie within the scope of ones individual authority

GS18. Apply problem solving approaches in different situations

GS19. build and maintain positive and effective relationships with colleges and customers

GS20. analyze data and activites

GS21. Understand hazards that fall within the scope of individual authority and report all hazards that may supersede ones authority

GS22. Apply balanced judgments in different situations

Assessment Criteria

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
Understanding the health, safety and security risks prevalent in the workplace	**15**	**15**	**-**	**-**
PC1. understand and comply with the organizations current health, safety and security policies and procedures	5	5	-	-
PC2. understand the safe working practices pertaining to own occupation	5	5	-	-
PC3. understand the government norms and policies relating to health and safety including emergency procedures for illness, accidents, fires or others which may involve evacuation of the premises	3	2	-	-
PC4. participate in organization health and safety knowledge sessions and drills	2	3	-	-
Knowing the people responsible for health and safety and the resources available	**10**	**10**	**-**	**-**
PC5. identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency	5	5	-	-
PC6. identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms	5	5	-	-
Identifying and reporting risks	**18**	**17**	**-**	**-**
PC7. identify aspects of your workplace that could cause potential risk to own and others health and safety	5	5	-	-
PC8. ensure own personal health and safety, and that of others in the workplace though precautionary measures	5	5	-	-
PC9. identify and recommend opportunities for improving health, safety, and security to the designated person	3	2	-	-

Assessment Criteria for Outcomes	Theory Marks	Practical Marks	Project Marks	Viva Marks
PC10. report any hazards outside the individuals authority to the relevant person in line with organizational procedures and warn other people who may be affected	5	5	-	-
Complying with procedures in the event of an emergency	**7**	**8**	**-**	**-**
PC11. follow organizations emergency procedures for accidents, fires or any other natural calamity in case of a hazard	5	5	-	-
PC12. identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individuals authority	2	3	-	-
NOS Total	**50**	**50**	**-**	**-**

National Occupational Standards (NOS) Parameters

NOS Code	MES/N0104
NOS Name	Maintain Workplace Health & Safety
Sector	Media & Entertainment
Sub-Sector	Film, Television, Animation, Gaming, Radio, Advertising
Occupation	Ad sales/Account Management/Scheduling/Traffic
NSQF Level	5
Credits	TBD
Version	1.0
Last Reviewed Date	30/12/2021
Next Review Date	27/01/2027
NSQC Clearance Date	27/01/2022

Assessment Guidelines and Assessment Weightage

Assessment Guidelines

1. Criteria for assessment for each Qualification Pack will be created by the Sector Skill Council. Each Element/ Performance Criteria (PC) will be assigned marks proportional to its importance in NOS. SSC will also lay down proportion of marks for Theory and Skills Practical for each Element/ PC.

2. The assessment for the theory part will be based on knowledge bank of questions created by the SSC.

3. Assessment will be conducted for all compulsory NOS, and where applicable, on the selected elective/option NOS/set of NOS.

4. Individual assessment agencies will create unique question papers for theory part for each candidate at each examination/training center (as per assessment criteria below).

5. Individual assessment agencies will create unique evaluations for skill practical for every student at each examination/ training center based on these criteria.

6. To pass the Qualification Pack assessment, every trainee should score the Recommended Pass % aggregate for the QP.

7. In case of unsuccessful completion, the trainee may seek reassessment on the Qualification Pack.

Minimum Aggregate Passing % at QP Level : 70

(**Please note**: Every Trainee should score a minimum aggregate passing percentage as specified above, to successfully clear the Qualification Pack assessment.)

Assessment Weightage

Compulsory NOS

National Occupational Standards	Theory Marks	Practical Marks	Project Marks	Viva Marks	Total Marks	Weightage
MES/N2501.Interpret the script/brief/storyboard	40	60	-	-	100	30
MES/N2517.Add textures to models	25	75	-	-	100	30
MES/N2507.Test textures applied to models	40	60	-	-	100	30
MES/N0104.Maintain Workplace Health & Safety	50	50	-	-	100	10
Total	**155**	**245**	**-**	**-**	**400**	**100**

Acronyms

NOS	National Occupational Standard(s)
NSQF	National Skills Qualifications Framework
QP	Qualifications Pack
TVET	Technical and Vocational Education and Training

Glossary

Sector	Sector is a conglomeration of different business operations having similar business and interests. It may also be defined as a distinct subset of the economy whose components share similar characteristics and interests.
Sub-sector	Sub-sector is derived from a further breakdown based on the characteristics and interests of its components.
Occupation	Occupation is a set of job roles, which perform similar/ related set of functions in an industry.
Job role	Job role defines a unique set of functions that together form a unique employment opportunity in an organisation.
Occupational Standards (OS)	OS specify the standards of performance an individual must achieve when carrying out a function in the workplace, together with the Knowledge and Understanding (KU) they need to meet that standard consistently. Occupational Standards are applicable both in the Indian and global contexts.
Performance Criteria (PC)	Performance Criteria (PC) are statements that together specify the standard of performance required when carrying out a task.
National Occupational Standards (NOS)	NOS are occupational standards which apply uniquely in the Indian context.
Qualifications Pack (QP)	QP comprises the set of OS, together with the educational, training and other criteria required to perform a job role. A QP is assigned a unique qualifications pack code.
Unit Code	Unit code is a unique identifier for an Occupational Standard, which is denoted by an 'N'
Unit Title	Unit title gives a clear overall statement about what the incumbent should be able to do.
Description	Description gives a short summary of the unit content. This would be helpful to anyone searching on a database to verify that this is the appropriate OS they are looking for.
Scope	Scope is a set of statements specifying the range of variables that an individual may have to deal with in carrying out the function which have a critical impact on quality of performance required.
Knowledge and Understanding (KU)	Knowledge and Understanding (KU) are statements which together specify the technical, generic, professional and organisational specific knowledge that an individual needs in order to perform to the required standard.

Organisational Context	Organisational context includes the way the organisation is structured and how it operates, including the extent of operative knowledge managers have of their relevant areas of responsibility.
Technical Knowledge	Technical knowledge is the specific knowledge needed to accomplish specific designated responsibilities.
Core Skills/ Generic Skills (GS)	Core skills or Generic Skills (GS) are a group of skills that are the key to learning and working in today's world. These skills are typically needed in any work environment in today's world. These skills are typically needed in any work environment. In the context of the OS, these include communication related skills that are applicable to most job roles.
Electives	Electives are NOS/set of NOS that are identified by the sector as contributive to specialization in a job role. There may be multiple electives within a QP for each specialized job role. Trainees must select at least one elective for the successful completion of a QP with Electives.
Options	Options are NOS/set of NOS that are identified by the sector as additional skills. There may be multiple options within a QP. It is not mandatory to select any of the options to complete a QP with Options.
BUDGET	Budget is an estimate of the total cost of production that may include a break-up of cost components
COMPOSITING	Compositing is the process of combining layers of images/elements into a single frame
CLEAN-UP	Refining the interim/rough animation
CREATIVE BRIEF	Creative brief is a document that captures the key questions that serve as a guide for the production including the vision, objective of the project, target audience, timelines, budgets, milestones, stakeholders etc.
KEY FRAME	Key Frames are the key poses, usually the start and end poses for a particular animation sequence
MODELLING	Modelling is the process of creating three-dimensional models for animation using a specialised software application.
RENDERING	Rendering is the process of converting three-dimensional models into two-dimensional images with 3D effects
RIGGING	Rigging is the process of adding joints to a static three-dimensional model to aid movement during posing

TEXTURING	Texturing is the process of adding colour and texture to plain models to give them a photo-real appearance
TIMELINES	Timelines is a listing of dates by which the production milestones/stages need to be completed
SECTOR	Sector is a conglomeration of different business operations having similar businesses and interests. It may also be defined as a distinct subset of the economy whose components share similar characteristics and interests.
SUB-SECTOR	Sub-sector is derived from a further breakdown based on the characteristics and interests of its components.
VERTICAL	Vertical may exist within a sub-sector representing different domain areas or the client industries served by the industry.
OCCUPATION	Occupation is a set of job roles, which perform similar/related set of functions in an industry
FUNCTION	Function is an activity necessary for achieving the key purpose of the sector, occupation, or area of work, which can be carried out by a person or a group of persons. Functions are identified through functional analysis and form the basis of OS.
SUB-FUNCTIONS	Sub-functions are sub-activities essential to fulfill the achieving the objectives of the function.
JOB ROLE	Job role defines a unique set of functions that together form a unique employment opportunity in an organization.
OCCUPATIONAL STANDARDS (OS)	OS specify the standards of performance an individual must achieve when carrying out a function in the workplace, together with the knowledge and understanding they need to meet that standard consistently. Occupational Standards are applicable both in the Indian and global contexts.
PERFORMANCE CRITERIA	Performance Criteria are statements that together specify the standard of performance required when carrying out a task
NATIONAL OCCUPATIONAL STANDARDS (NOS)	NOS are Occupational Standards which apply uniquely in the Indian context.
QUALIFICATION PACK CODE	Qualifications Pack Code is a unique reference code that identifies a qualifications pack.
QUALIFICATION PACK (QP)	Qualifications Pack comprises the set of OS, together with the educational, training and other criteria required to perform a job role. A Qualifications Pack is assigned a unique qualification pack code.

UNIT CODE	Unit Code is a unique identifier for an Occupational Standard, which is denoted by an â€˜Nâ€™.
UNIT TITLE	Unit Title gives a clear overall statement about what the incumbent should be able to do.
DESCRIPTION	Description gives a short summary of the unit content. This would be helpful to anyone searching on a database to verify that this is the appropriate OS they are looking for.
SCOPE	Scope is the set of statements specifying the range of variables that an individual may have to deal with in carrying out the function which have a critical impact on the quality of performance required.
KNOWLEDGE AND UNDERSTANDING	Knowledge and Understanding are statements which together specify the technical, generic, professional and organizational specific knowledge that an individual needs in order to perform to the required standard.
ORGANIZATIONAL CONTEXT	Organizational Context includes the way the organization is structured and how it operates, including the extent of operative knowledge managers have of their relevant areas of responsibility.
TECHNICAL KNOWLEDGE	Technical Knowledge is the specific knowledge needed to accomplish specific designated responsibilities.
CORE SKILLS/GENERIC SKILLS	Core Skills or Generic Skills are a group of skills that are key to learning and working in today's world. These skills are typically needed in any work environment. In the context of the OS, these include communication related skills that are applicable to most job roles.